

Machine-Level Programming III: Switch Statements and IA32 Procedures

15-213 / 18-213: Introduction to Computer Systems
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Today

- **Switch statements**
- **IA 32 Procedures**
 - Stack Structure
 - Calling Conventions
 - Illustrations of Recursion & Pointers

```
long switch_eg
(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        case 1:
            w = y*z;
            break;
        case 2:
            w = y/z;
            /* Fall Through */
        case 3:
            w += z;
            break;
        case 5:
        case 6:
            w -= z;
            break;
        default:
            w = 2;
    }
    return w;
}
```

Switch Statement Example

■ Multiple case labels

- Here: 5 & 6

■ Fall through cases

- Here: 2

■ Missing cases

- Here: 4

Jump Table Structure

Switch Form

```
switch(x) {
  case val_0:
    Block 0
  case val_1:
    Block 1
    . . .
  case val_n-1:
    Block n-1
}
```

Jump Table

jtab:	Targ0
	Targ1
	Targ2
	•
	•
	•
	Targn-1

Jump Targets

Targ0: Code Block
0

Targ1: Code Block
1

Targ2: Code Block
2

•
•
•

Targn-1: Code Block
n-1

Approximate Translation

```
target = JTab[x];
goto *target;
```

Switch Statement Example (IA32)

```
long switch_eg(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        . . .
    }
    return w;
}
```

What range of values takes default?

Setup:

```
switch_eg:
    pushl    %ebp                # Setup
    movl     %esp, %ebp         # Setup
    movl     8(%ebp), %eax       # %eax = x
    cmpl     $6, %eax           # Compare x:6
    ja       .L2                # If unsigned > goto default
    jmp      *.L7(, %eax, 4)      # Goto *JTab[x]
```

Note that **w** not initialized here

Switch Statement Example (IA32)

```
long switch_eg(long x, long y, long z)
{
    long w = 1;
    switch(x) {
        . . .
    }
    return w;
}
```

Jump table

```
.section      .rodata
    .align 4
.L7:
    .long      .L2 # x = 0
    .long      .L3 # x = 1
    .long      .L4 # x = 2
    .long      .L5 # x = 3
    .long      .L2 # x = 4
    .long      .L6 # x = 5
    .long      .L6 # x = 6
```

Setup:

```
switch_eg:
    pushl      %ebp                # Setup
    movl      %esp, %ebp          # Setup
    movl      8(%ebp), %eax        # eax = x
    cmpl      $6, %eax            # Compare x:6
    ja        .L2                  # If unsigned > goto default
    Indirect  jump → jmp          *.L7(, %eax, 4) # Goto *JTab[x]
```

Assembly Setup Explanation

■ Table Structure

- Each target requires 4 bytes
- Base address at `.L7`

■ Jumping

- **Direct:** `jmp .L2`
- Jump target is denoted by label `.L2`
- **Indirect:** `jmp *.L7(,%eax,4)`
- Start of jump table: `.L7`
- Must scale by factor of 4 (labels have 32-bits = 4 Bytes on IA32)
- Fetch target from effective Address `.L7 + eax*4`
 - Only for $0 \leq x \leq 6$

Jump table

```
.section    .rodata
    .align 4
.L7:
    .long    .L2 # x = 0
    .long    .L3 # x = 1
    .long    .L4 # x = 2
    .long    .L5 # x = 3
    .long    .L2 # x = 4
    .long    .L6 # x = 5
    .long    .L6 # x = 6
```

Jump Table

Jump table

```
.section .rodata
.align 4
.L7:
.long .L2 # x = 0
.long .L3 # x = 1
.long .L4 # x = 2
.long .L5 # x = 3
.long .L2 # x = 4
.long .L6 # x = 5
.long .L6 # x = 6
```

```
switch(x) {
case 1:      // .L3
    w = y*z;
    break;
case 2:      // .L4
    w = y/z;
    /* Fall Through */
case 3:      // .L5
    w += z;
    break;
case 5:
case 6:      // .L6
    w -= z;
    break;
default:    // .L2
    w = 2;
}
```


Handling Fall-Through

```
long w = 1;  
...  
switch(x) {  
...  
case 2:  
    w = y/z;  
    /* Fall Through */  
case 3:  
    w += z;  
    break;  
...  
}
```

case 3:
 w = 1;
 goto merge;

case 2:
 w = y/z;
merge:
 w += z;

Code Blocks (Partial)

```

switch(x) {
case 1:      // .L3
    w = y*z;
    break;

    . . .
case 3:      // .L5
    w += z;
    break;

    . . .
default:    // .L2
    w = 2;
}

```

```

.L2:                # Default
    movl $2, %eax   # w = 2
    jmp  .L8        # Goto done

.L5:                # x == 3
    movl $1, %eax   # w = 1
    jmp  .L9        # Goto merge

.L3:                # x == 1
    movl 16(%ebp), %eax # z
    imull 12(%ebp), %eax # w = y*z
    jmp  .L8        # Goto done

```

Code Blocks (Rest)

```

switch(x) {
    . . .
    case 2:  // .L4
        w = y/z;
        /* Fall Through */
    merge:   // .L9
        w += z;
        break;
    case 5:
    case 6:  // .L6
        w -= z;
        break;
}

```

```

.L4:                                # x == 2
    movl 12(%ebp), %edx
    movl %edx, %eax
    sarl $31, %edx
    idivl 16(%ebp) # w = y/z

.L9:                                # merge:
    addl 16(%ebp), %eax # w += z
    jmp  .L8           # goto done

.L6:                                # x == 5, 6
    movl $1, %eax      # w = 1
    subl 16(%ebp), %eax # w = 1-z

```

Switch Code (Finish)

```
return w;
```

```
.L8:                                # done:  
    popl  %ebp  
    ret
```

■ Noteworthy Features

- Jump table avoids sequencing through cases
 - Constant time, rather than linear
- Use jump table to handle holes and duplicate tags
- Use program sequencing to handle fall-through
- Don't initialize $w = 1$ unless really need it

x86-64 Switch Implementation

- Same general idea, adapted to 64-bit code
- Table entries 64 bits (pointers)
- Cases use revised code

```
switch(x) {
case 1:      // .L3
    w = y*z;
    break;
    . . .
}
```

```
.L3:
    movq    %rdx, %rax
    imulq   %rsi, %rax
    ret
```

Jump Table

```
.section .rodata
.align 8
.L7:
    .quad   .L2      # x = 0
    .quad   .L3      # x = 1
    .quad   .L4      # x = 2
    .quad   .L5      # x = 3
    .quad   .L2      # x = 4
    .quad   .L6      # x = 5
    .quad   .L6      # x = 6
```

IA32 Object Code

■ Setup

- Label `.L2` becomes address `0x8048422`
- Label `.L7` becomes address `0x8048660`

Assembly Code

```
switch_eg:
    . . .
    ja      .L2          # If unsigned > goto default
    jmp     *.L7(,%eax,4) # Goto *JTab[x]
```

Disassembled Object Code

```
08048410 <switch_eg>:
    . . .
8048419: 77 07                ja      8048422 <switch_eg+0x12>
804841b: ff 24 85 60 86 04 08 jmp     *0x8048660(,%eax,4)
```

IA32 Object Code (cont.)

■ Jump Table

- Doesn't show up in disassembled code
- Can inspect using GDB
- `gdb switch`
- `(gdb) x/7xw 0x8048660`
 - Examine 7 hexadecimal format "words" (4-bytes each)
 - Use command "`help x`" to get format documentation

0x8048660:	0x08048422	0x08048432	0x0804843b	0x08048429
0x8048670:	0x08048422	0x0804844b	0x0804844b	

IA32 Object Code (cont.)

■ Deciphering Jump Table

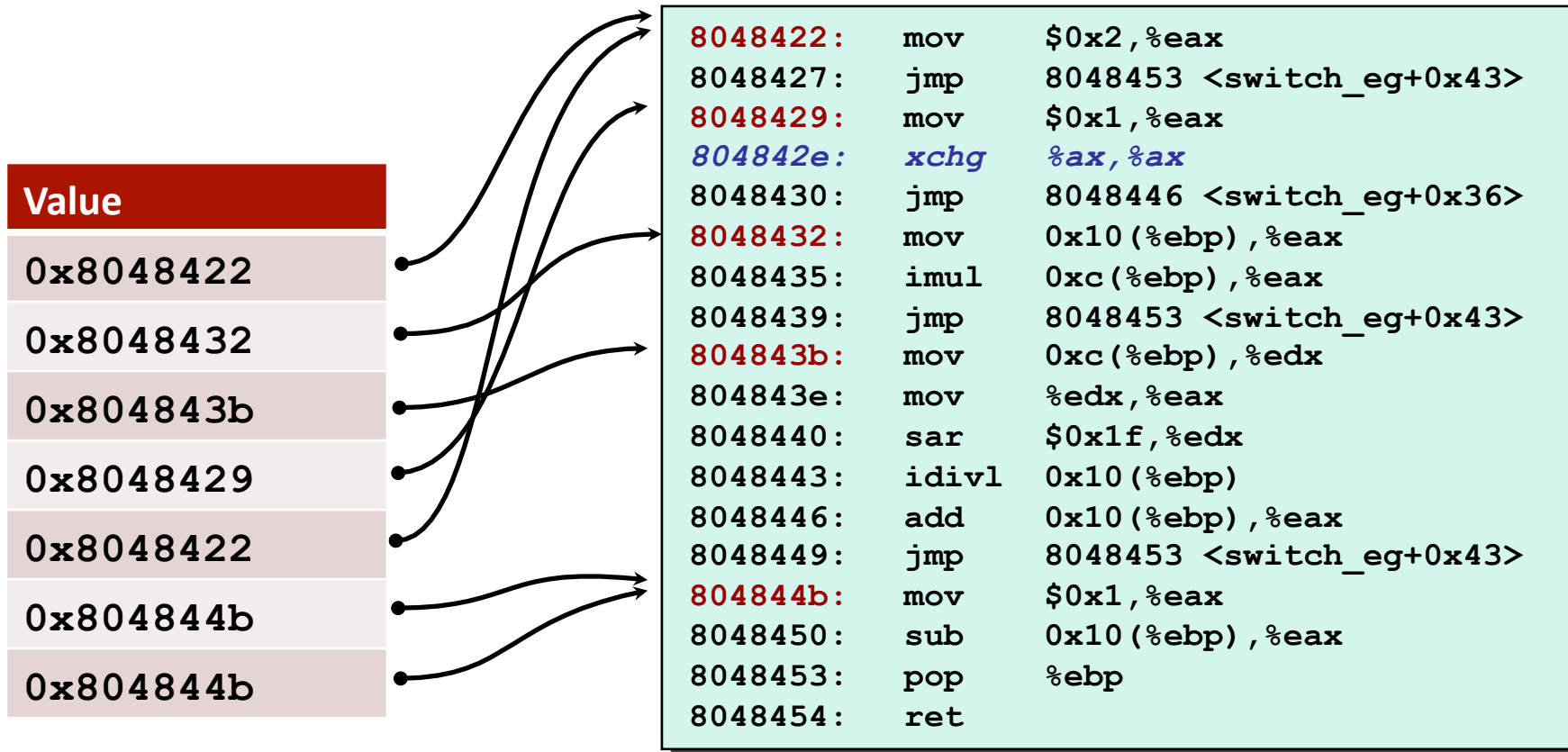
0x8048660: 0x08048422 0x08048432 0x0804843b 0x08048429
 0x8048670: 0x08048422 0x0804844b 0x0804844b

Address	Value	x
0x8048660	0x08048422	0
0x8048664	0x08048432	1
0x8048668	0x0804843b	2
0x804866c	0x08048429	3
0x8048670	0x08048422	4
0x8048674	0x0804844b	5
0x8048678	0x0804844b	6

Disassembled Targets

8048422:	b8 02 00 00 00	mov	\$0x2,%eax
8048427:	eb 2a	jmp	8048453 <switch_eg+0x43>
8048429:	b8 01 00 00 00	mov	\$0x1,%eax
804842e:	66 90	<i>xchg</i>	<i>%ax,%ax # noop</i>
8048430:	eb 14	jmp	8048446 <switch_eg+0x36>
8048432:	8b 45 10	mov	0x10(%ebp),%eax
8048435:	0f af 45 0c	imul	0xc(%ebp),%eax
8048439:	eb 18	jmp	8048453 <switch_eg+0x43>
804843b:	8b 55 0c	mov	0xc(%ebp),%edx
804843e:	89 d0	mov	%edx,%eax
8048440:	c1 fa 1f	sar	\$0x1f,%edx
8048443:	f7 7d 10	idivl	0x10(%ebp)
8048446:	03 45 10	add	0x10(%ebp),%eax
8048449:	eb 08	jmp	8048453 <switch_eg+0x43>
804844b:	b8 01 00 00 00	mov	\$0x1,%eax
8048450:	2b 45 10	sub	0x10(%ebp),%eax
8048453:	5d	pop	%ebp
8048454:	c3	ret	

Matching Disassembled Targets



Summarizing

■ C Control

- if-then-else
- do-while
- while, for
- switch

■ Assembler Control

- Conditional jump
- Conditional move
- Indirect jump
- Compiler generates code sequence to implement more complex control

■ Standard Techniques

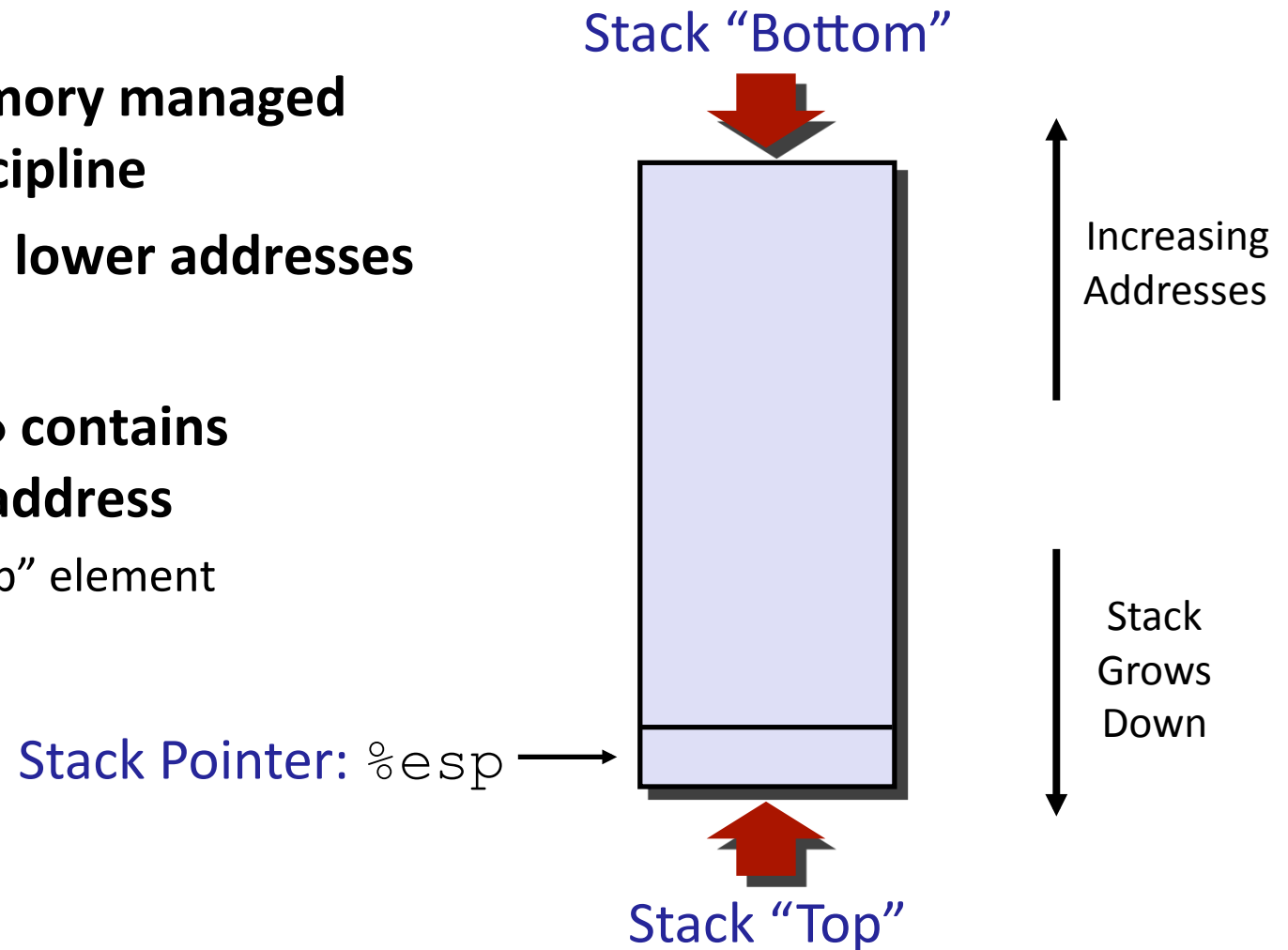
- Loops converted to do-while form
- Large switch statements use jump tables
- Sparse switch statements may use decision trees

Today

- Switch statements
- **IA 32 Procedures**
 - Stack Structure
 - Calling Conventions
 - Illustrations of Recursion & Pointers

IA32 Stack

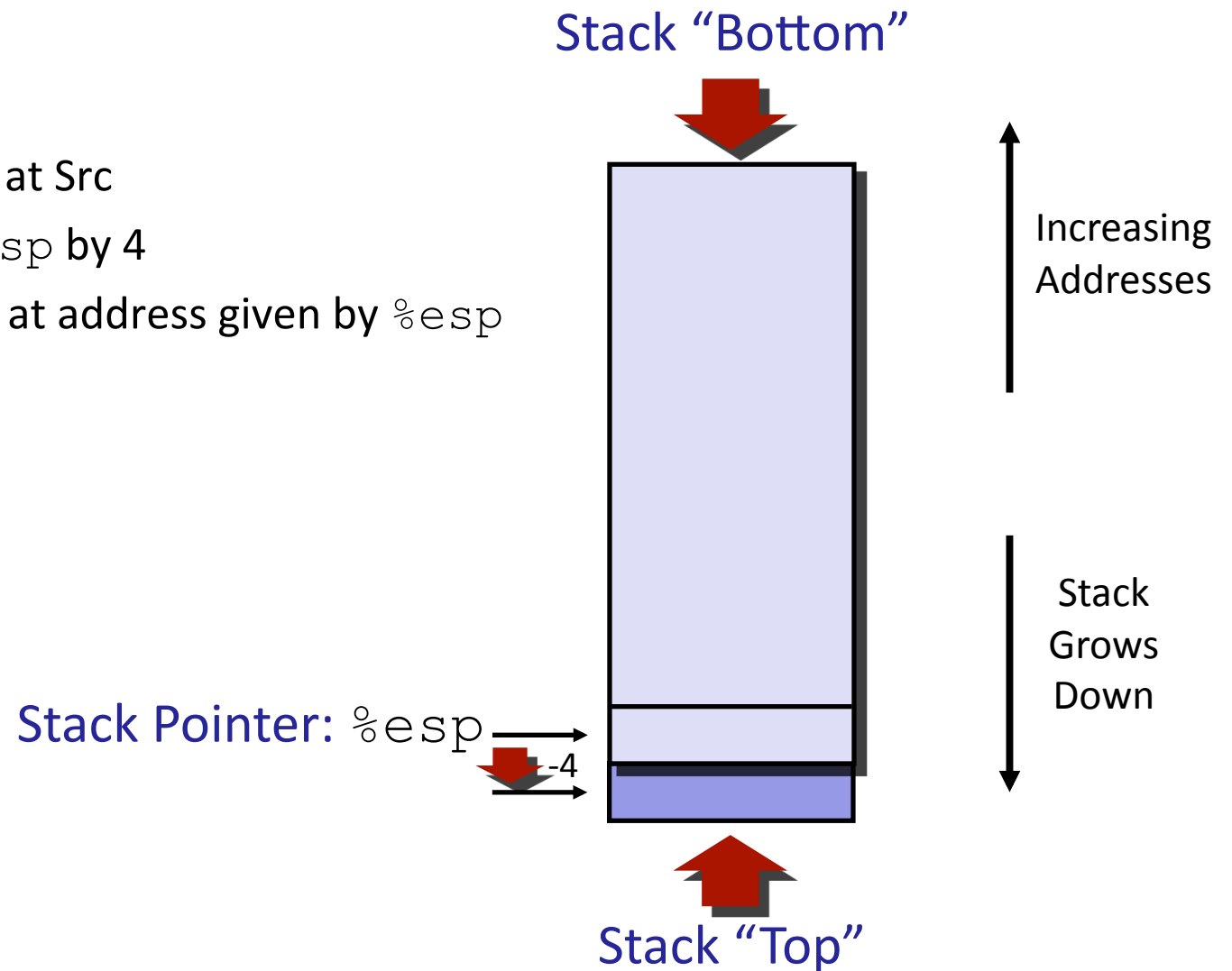
- Region of memory managed with stack discipline
- Grows toward lower addresses
- Register `%esp` contains lowest stack address
 - address of “top” element



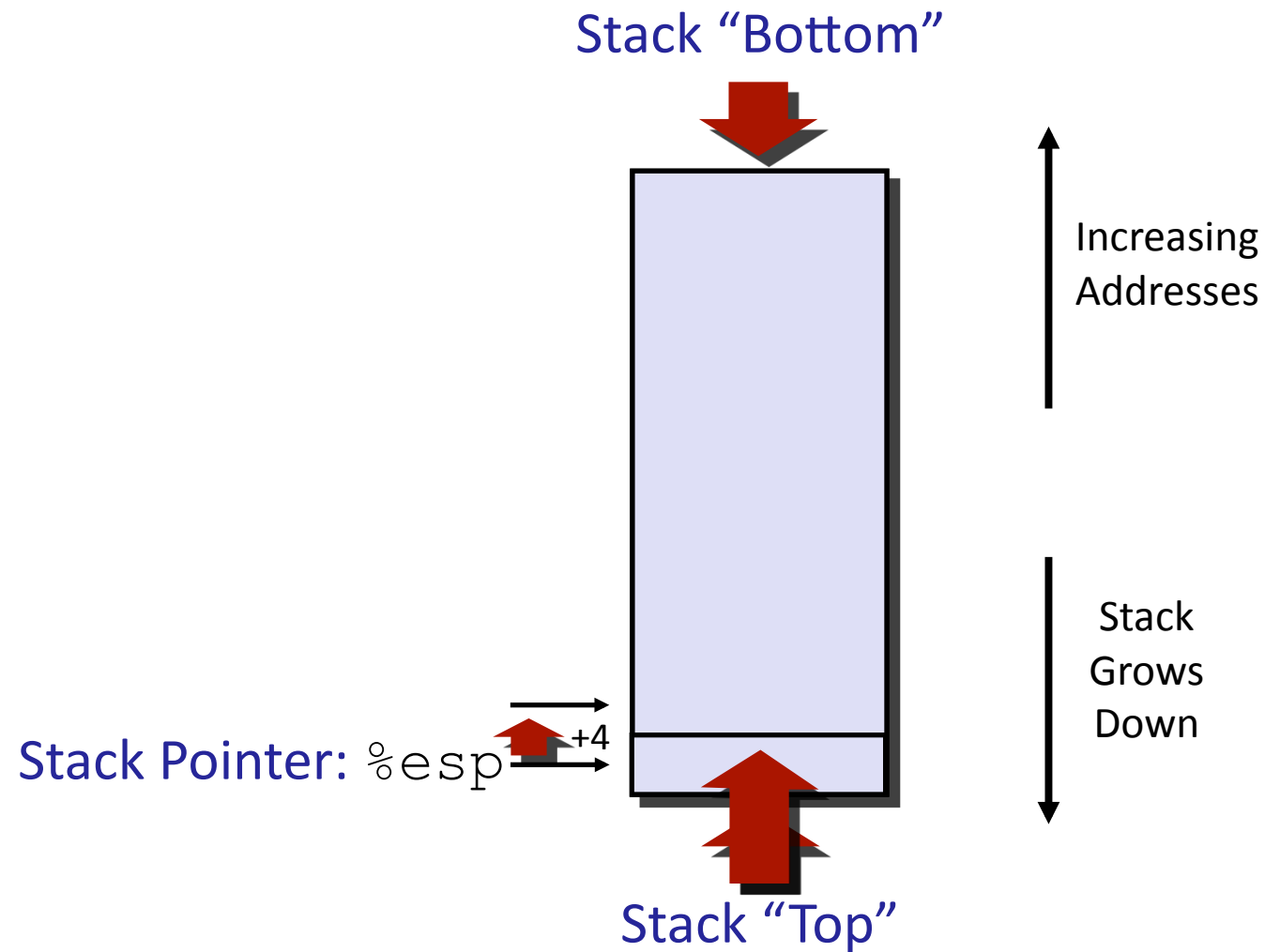
IA32 Stack: Push

■ `pushl Src`

- Fetch operand at Src
- Decrement `%esp` by 4
- Write operand at address given by `%esp`



IA32 Stack: Pop



Procedure Control Flow

- Use stack to support procedure call and return

- **Procedure call:** `call label`

- Push return address on stack
- Jump to label

- **Return address:**

- Address of the next instruction right after call
- Example from disassembly

```
804854e:  e8 3d 06 00 00    call    8048b90 <main>
8048553:  50                pushl   %eax
```

- Return address = 0x8048553

- **Procedure return:** `ret`

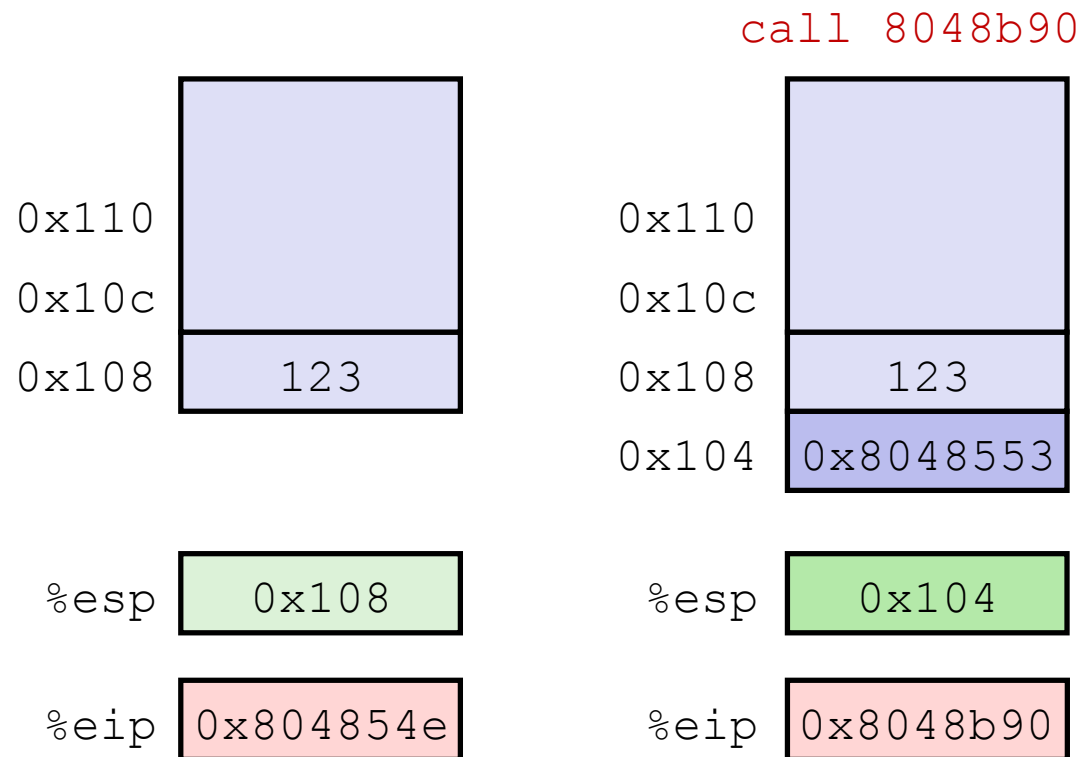
- Pop address from stack
- Jump to address

Procedure Call Example

```

804854e:    e8 3d 06 00 00    call    8048b90 <main>
8048553:    50               pushl   %eax

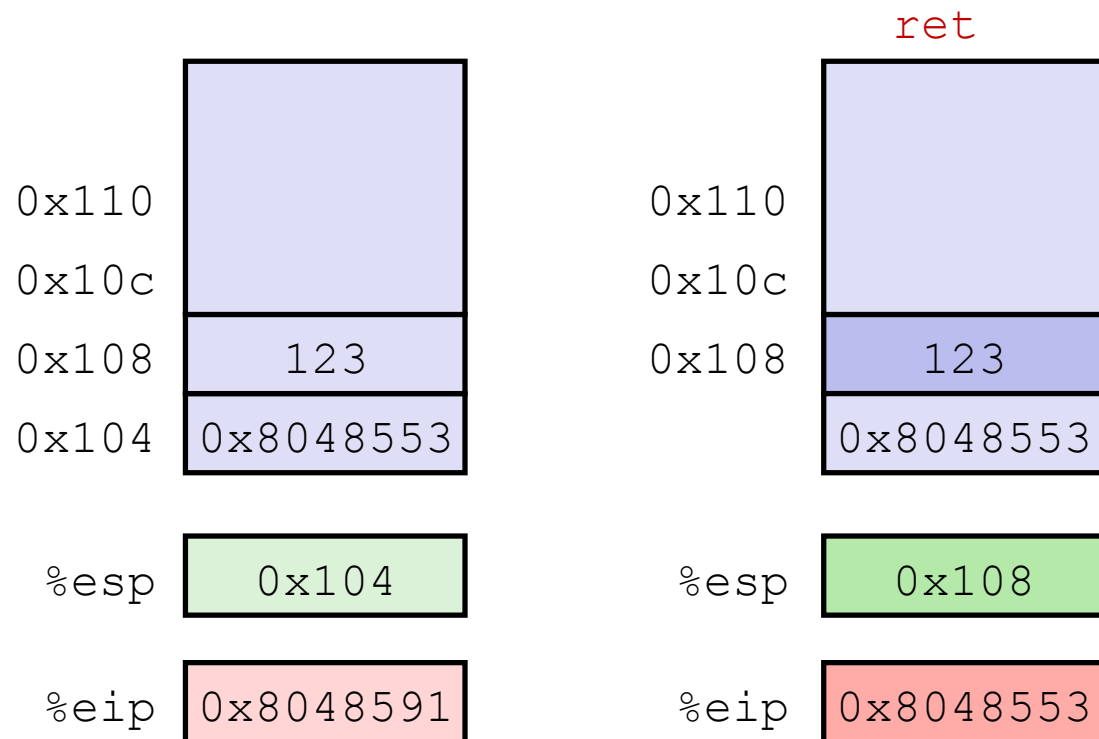
```



%eip: program counter

Procedure Return Example

8048591: c3 ret



`%eip`: program counter

Stack-Based Languages

■ Languages that support recursion

- e.g., C, Pascal, Java
- Code must be “Reentrant”
 - Multiple simultaneous instantiations of single procedure
- Need some place to store state of each instantiation
 - Arguments
 - Local variables
 - Return pointer

■ Stack discipline

- State for given procedure needed for limited time
 - From when called to when return
- Callee returns before caller does

■ Stack allocated in **Frames**

- state for single procedure instantiation

Call Chain Example

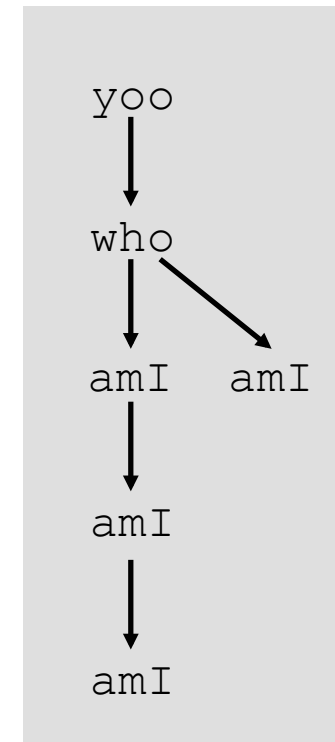
```
yoo (...)  
{  
  .  
  .  
  who ();  
  .  
  .  
}
```

```
who (...)  
{  
  . . .  
  amI ();  
  . . .  
  amI ();  
  . . .  
}
```

```
amI (...)  
{  
  .  
  .  
  amI ();  
  .  
  .  
}
```

Procedure `amI ()` is recursive

Example Call Chain



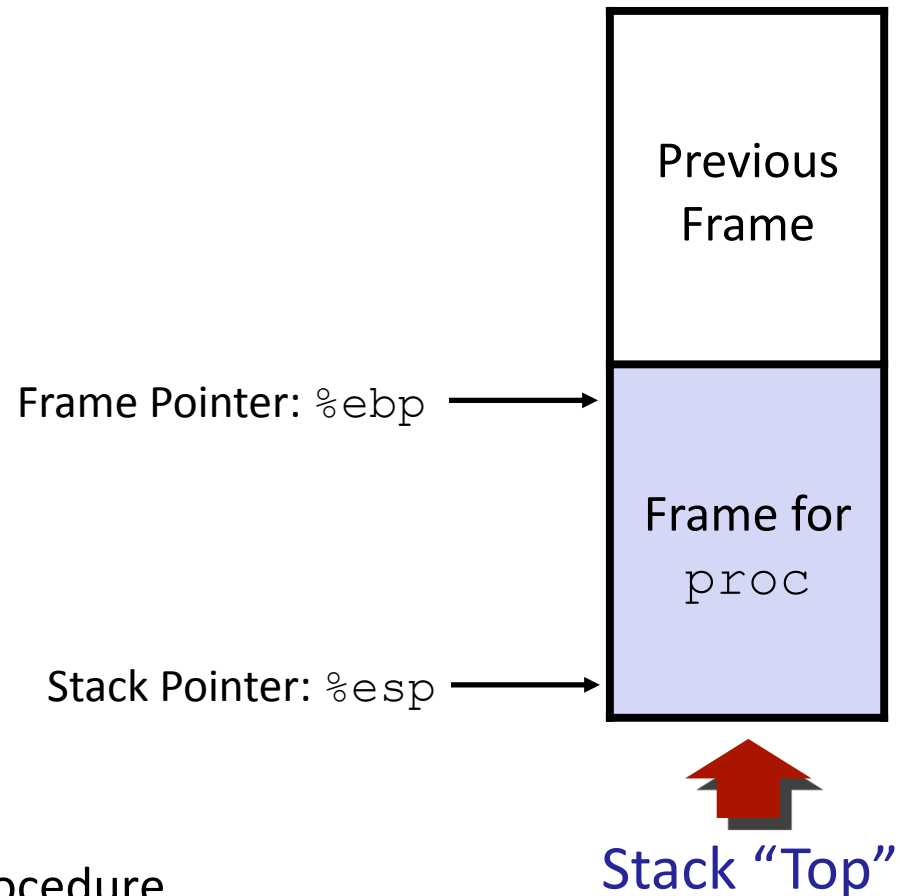
Stack Frames

■ Contents

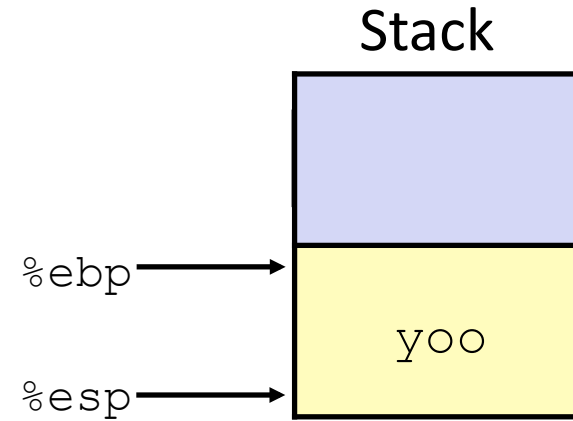
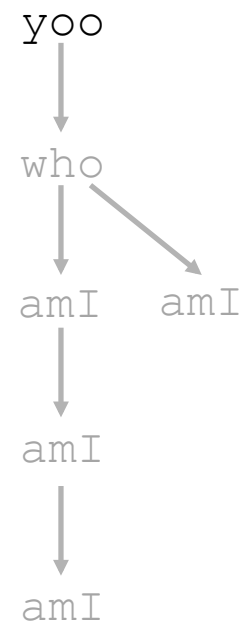
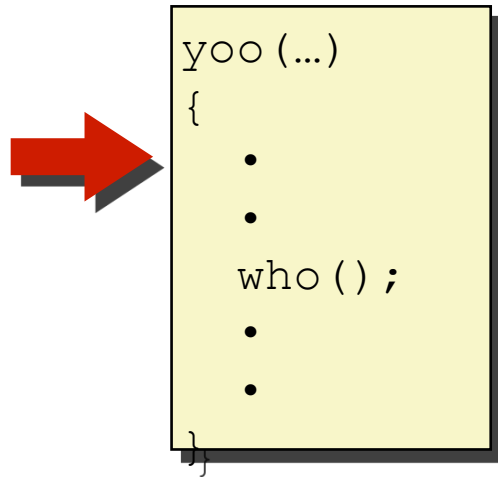
- Local variables
- Return information
- Temporary space

■ Management

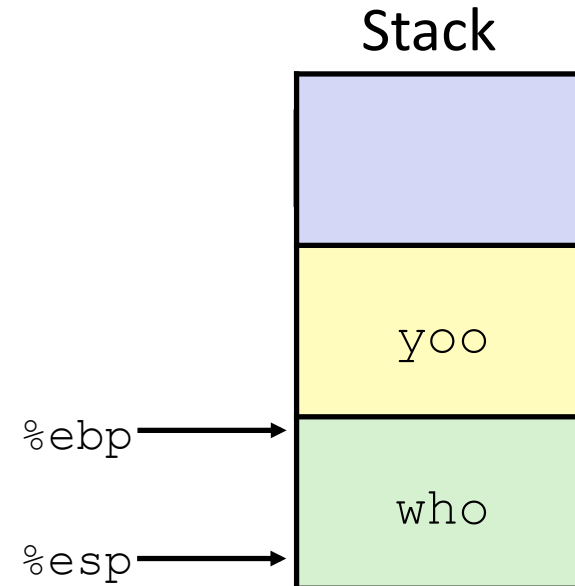
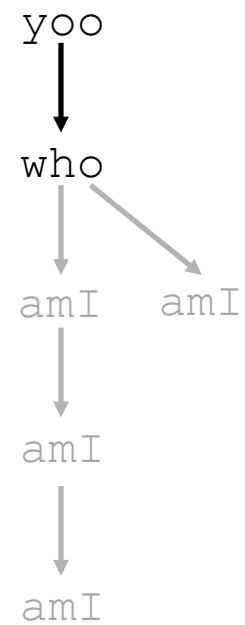
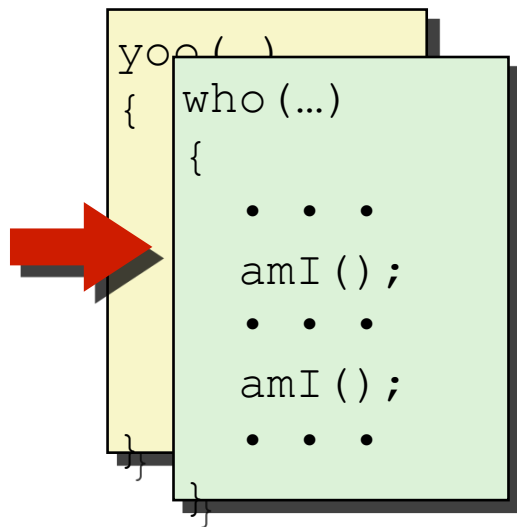
- Space allocated when enter procedure
 - “Set-up” code
- Deallocated when return
 - “Finish” code



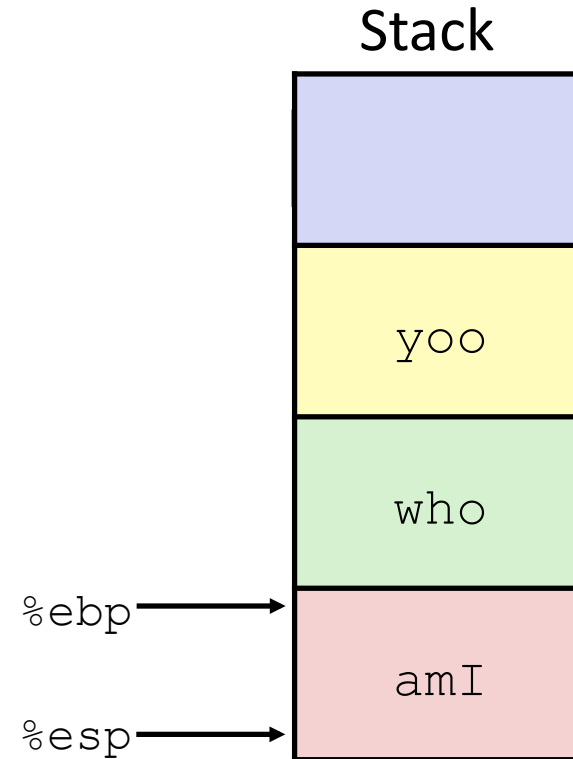
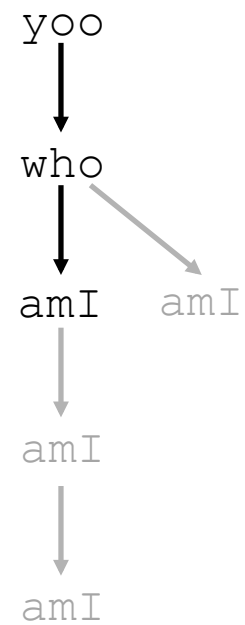
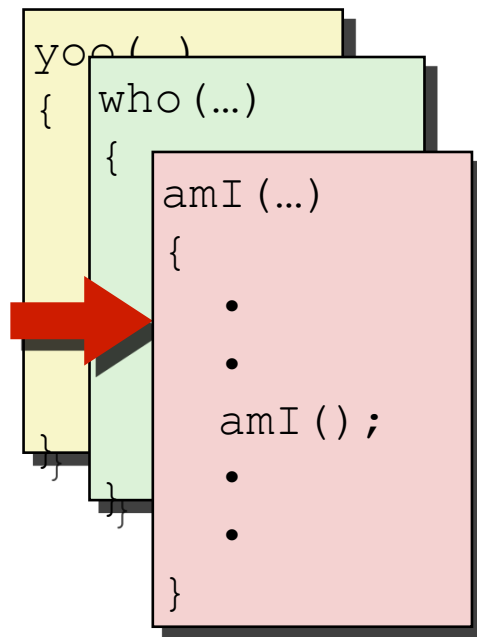
Example



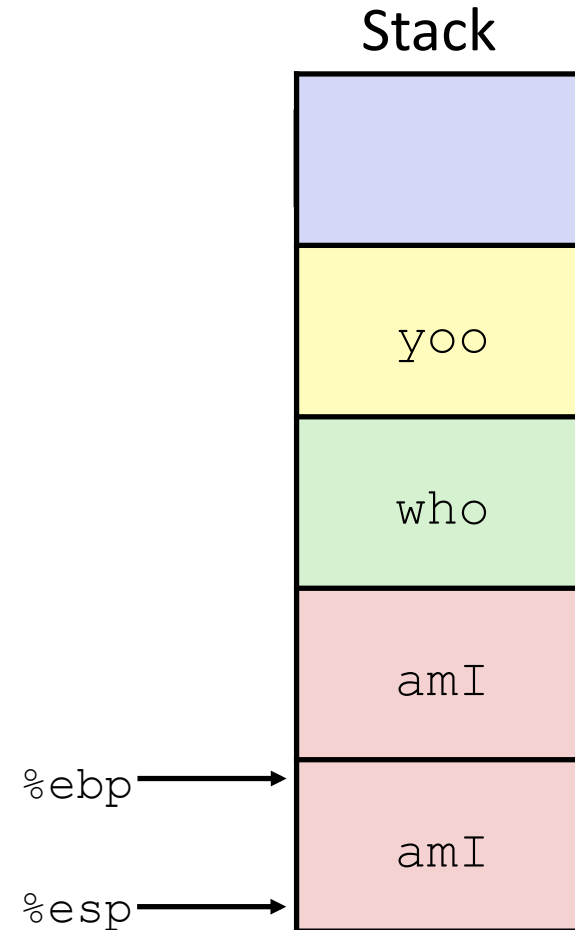
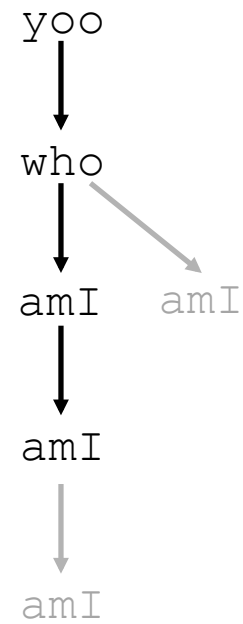
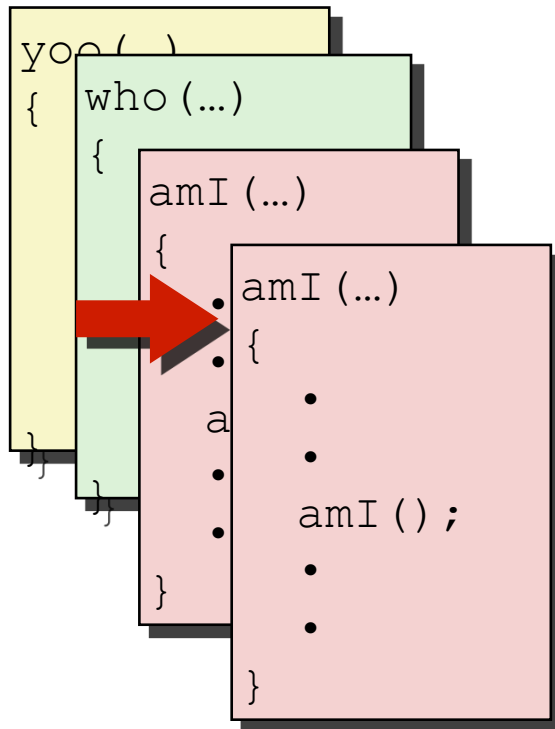
Example



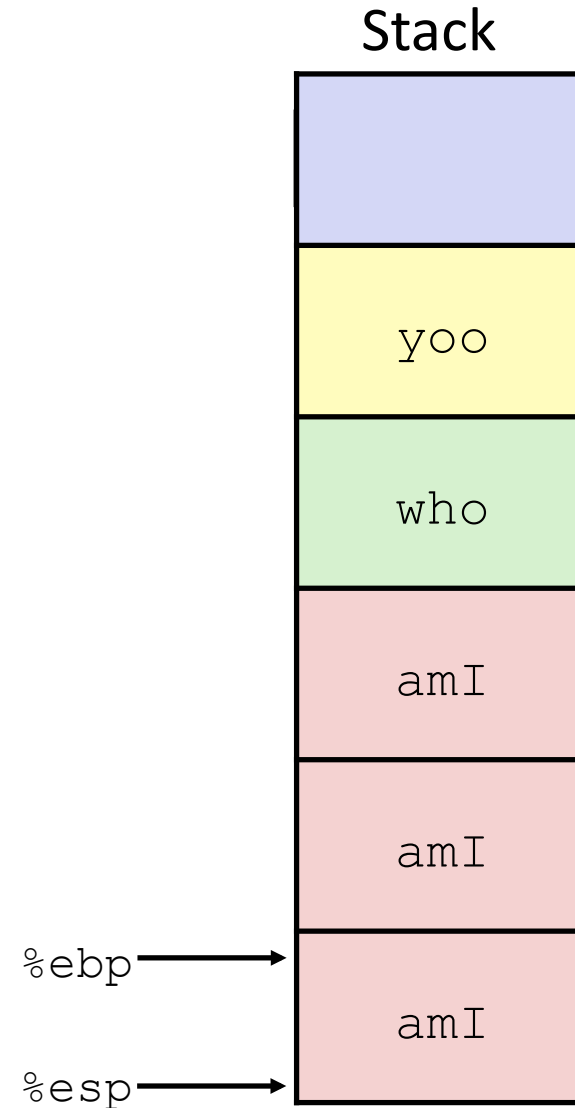
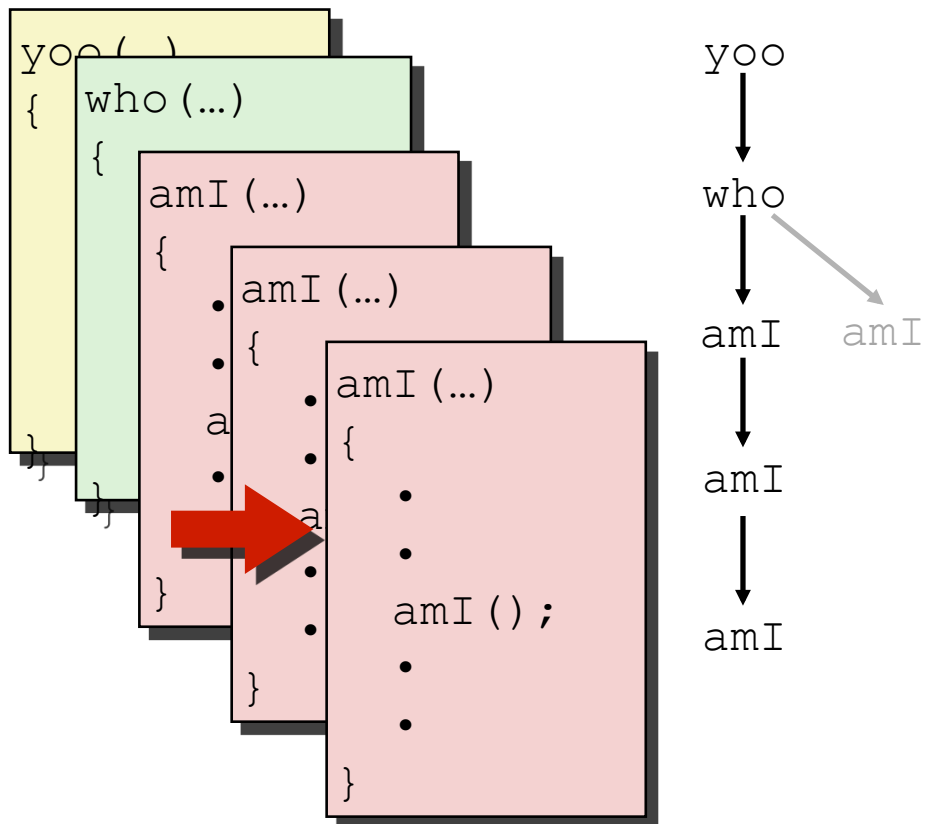
Example



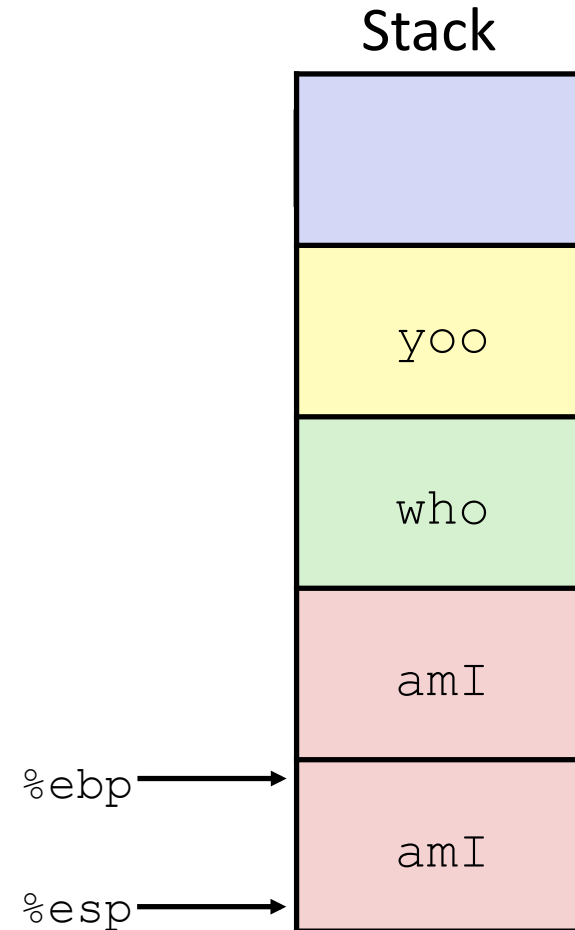
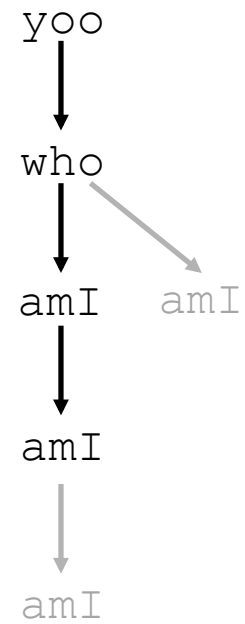
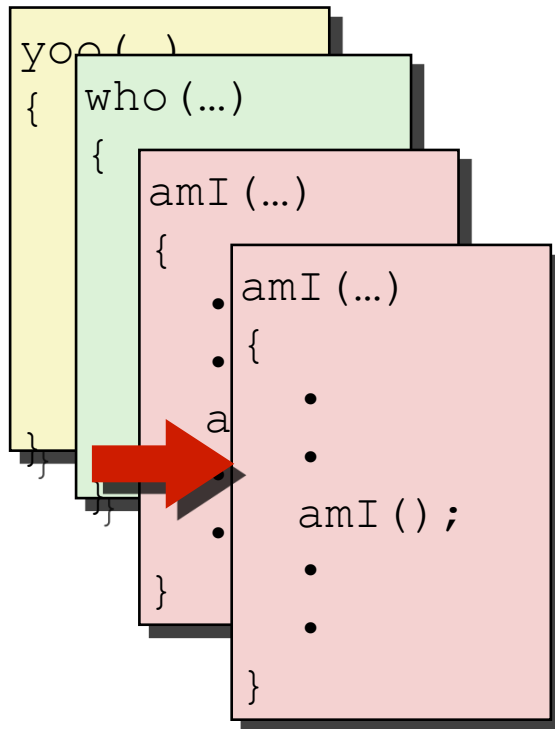
Example



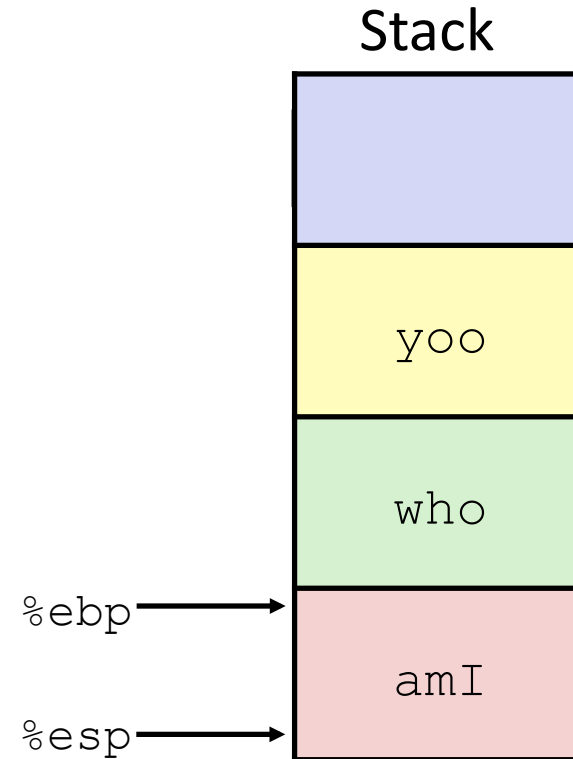
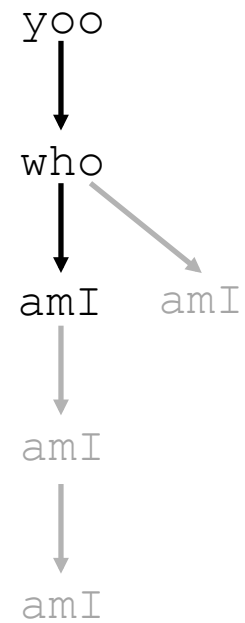
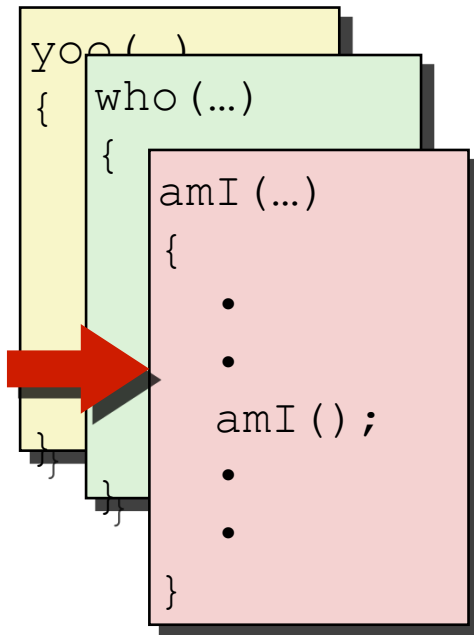
Example



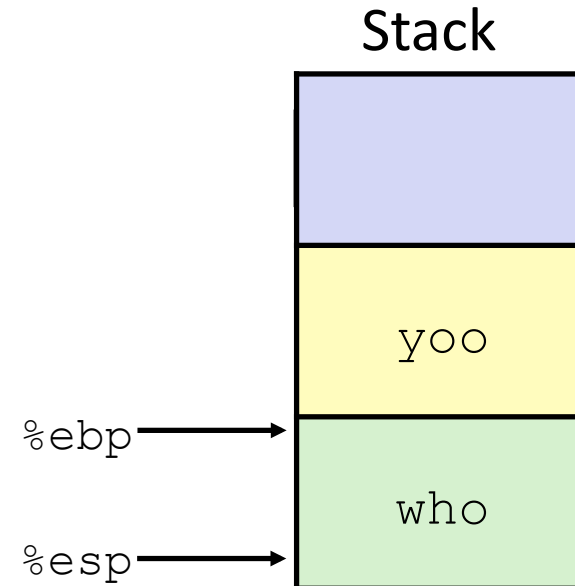
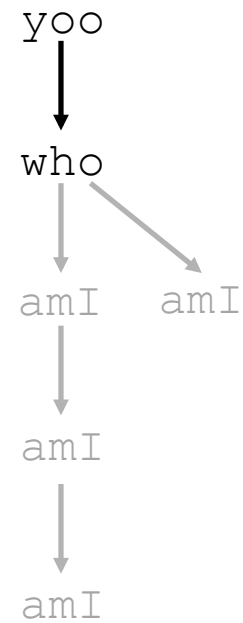
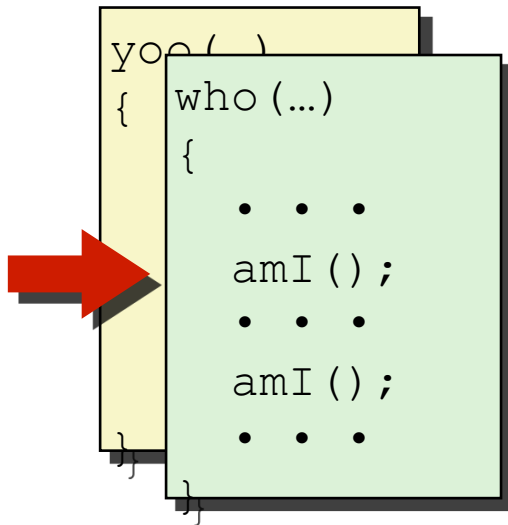
Example



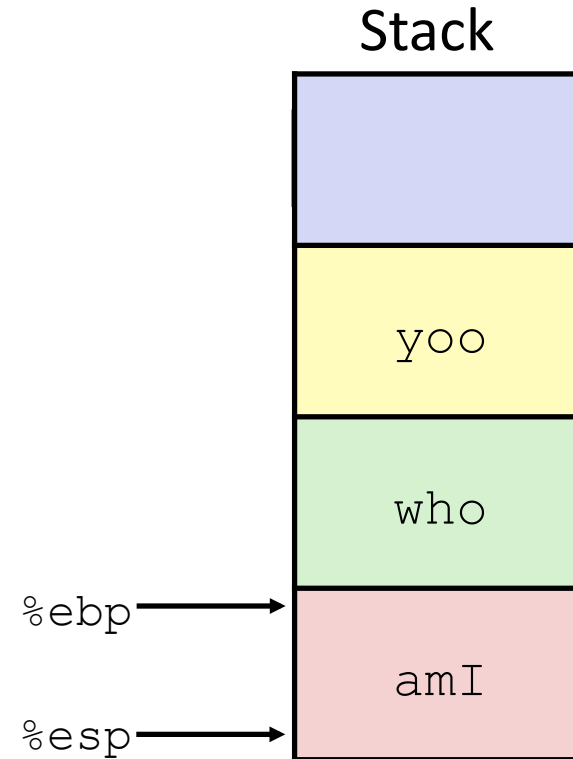
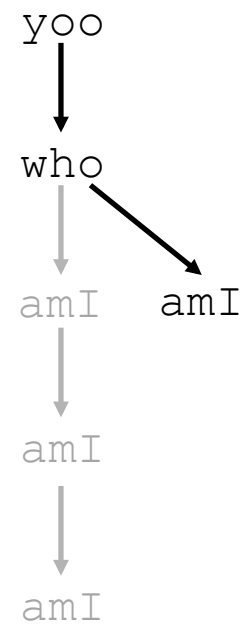
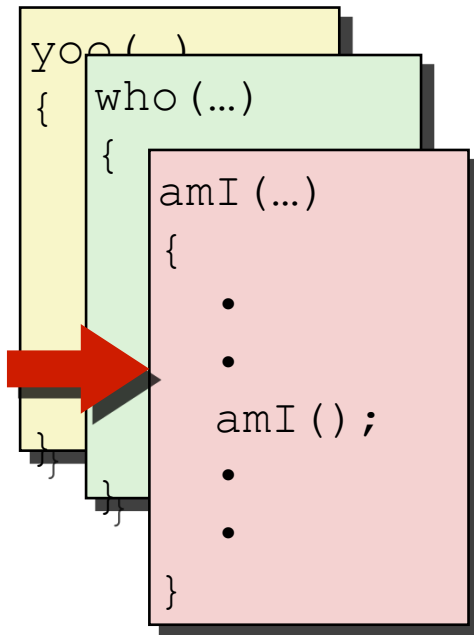
Example



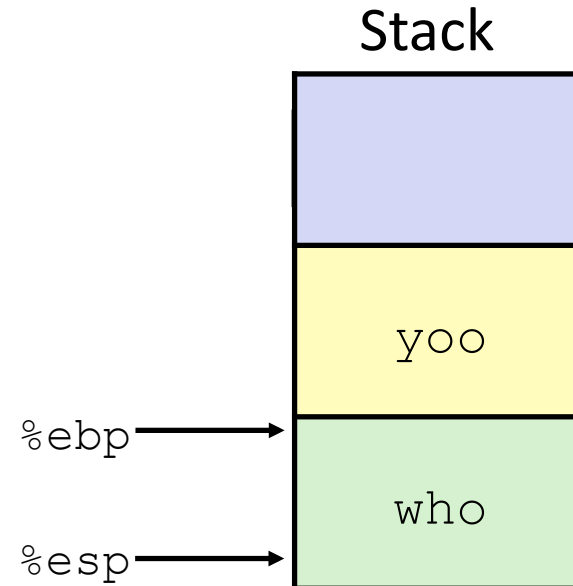
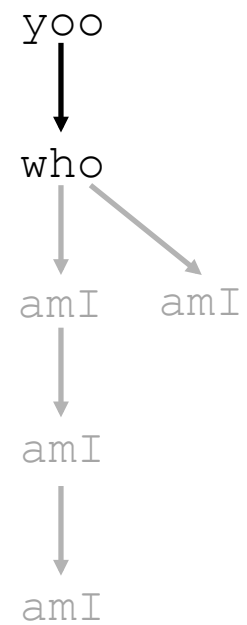
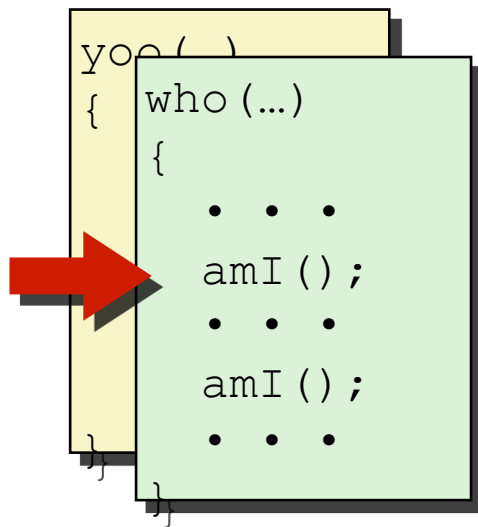
Example



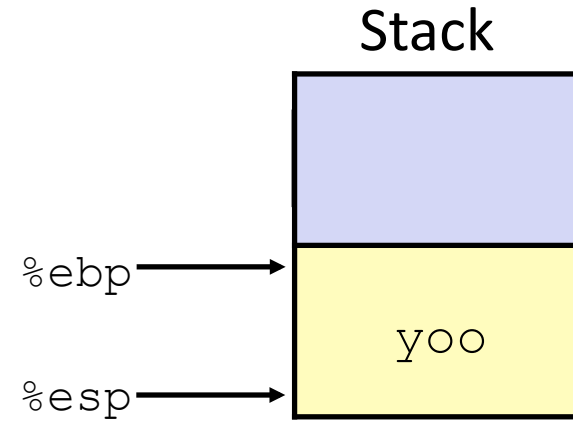
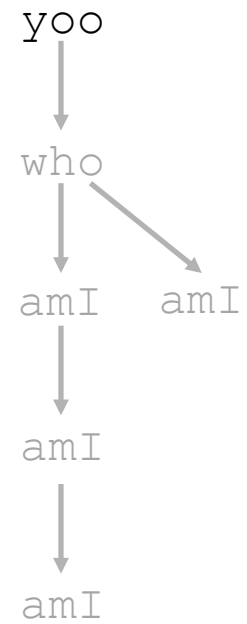
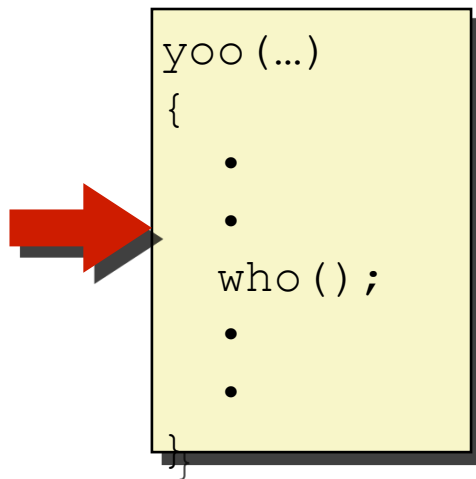
Example



Example



Example



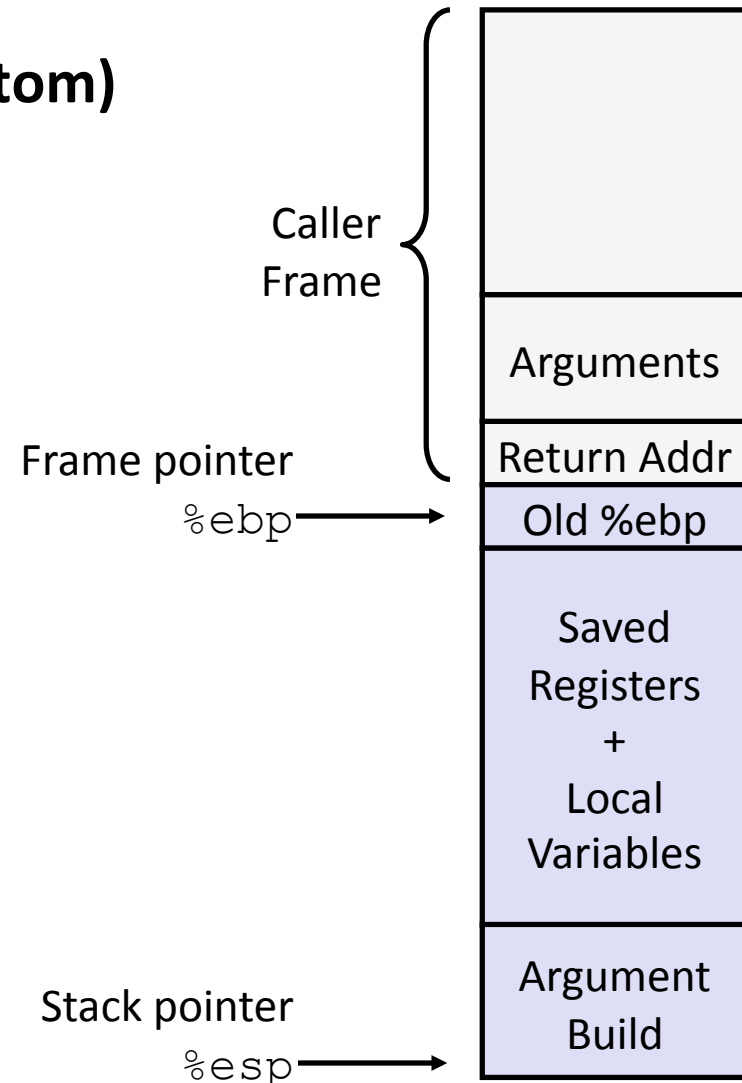
IA32/Linux Stack Frame

■ Current Stack Frame (“Top” to Bottom)

- “Argument build:”
Parameters for function about to call
- Local variables
If can’t keep in registers
- Saved register context
- Old frame pointer

■ Caller Stack Frame

- Return address
 - Pushed by `call` instruction
- Arguments for this call



Revisiting swap

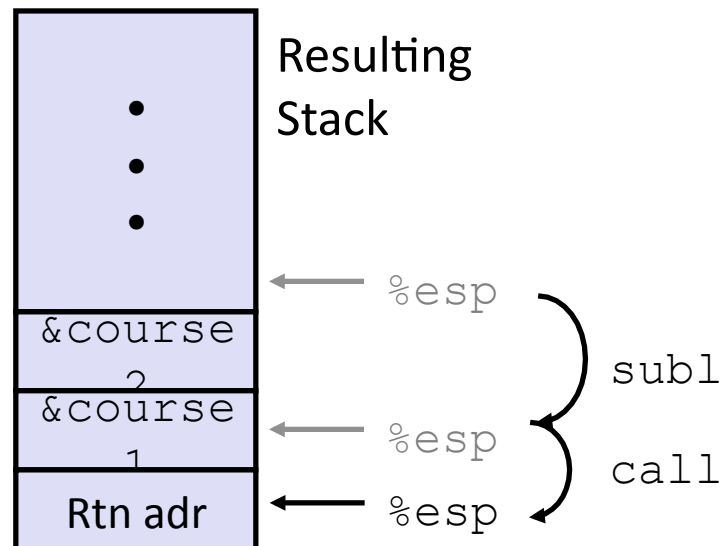
```
int course1 = 15213;
int course2 = 18243;

void call_swap() {
    swap(&course1, &course2);
}
```

```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

Calling swap from call_swap

```
call_swap:
    . . .
    subl    $8, %esp
    movl    $course2, 4(%esp)
    movl    $course1, (%esp)
    call    swap
    . . .
```



Revisiting swap

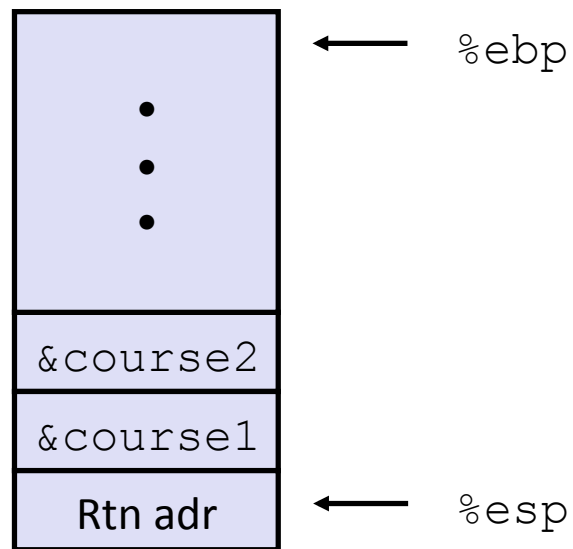
```
void swap(int *xp, int *yp)
{
    int t0 = *xp;
    int t1 = *yp;
    *xp = t1;
    *yp = t0;
}
```

swap:

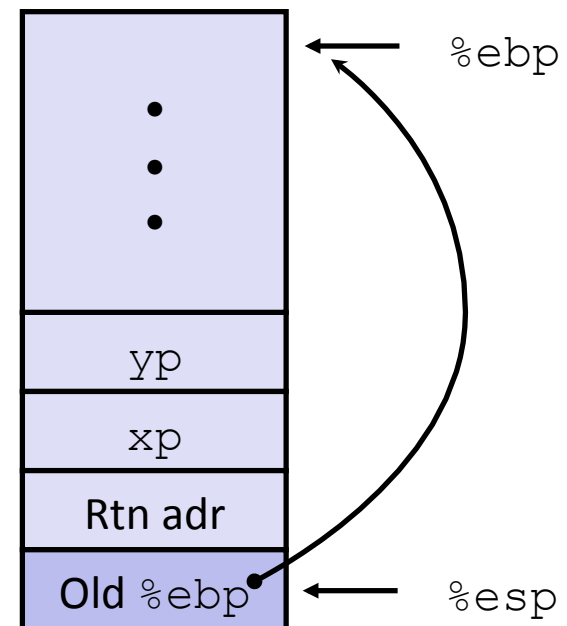
pushl %ebp	}	Set Up
movl %esp, %ebp		
pushl %ebx		
movl 8(%ebp), %edx	}	Body
movl 12(%ebp), %ecx		
movl (%edx), %ebx		
movl (%ecx), %eax		
movl %eax, (%edx)		
movl %ebx, (%ecx)		
popl %ebx	}	Finish
popl %ebp		
ret		

swap Setup #1

Entering Stack



Resulting Stack



swap:

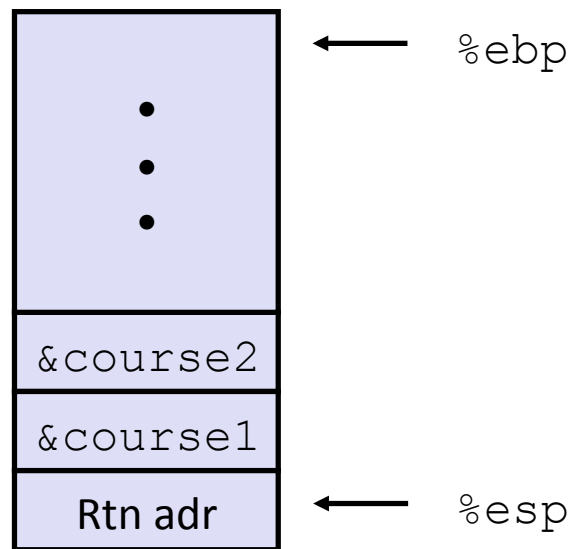
`pushl %ebp`

`movl %esp,%ebp`

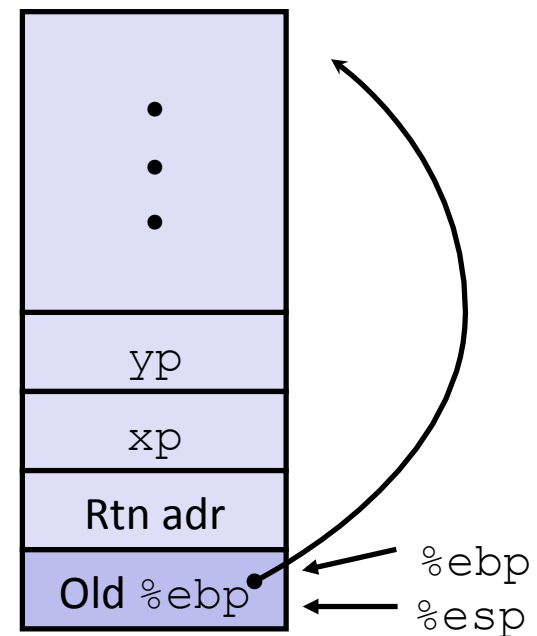
`pushl %ebx`

swap Setup #2

Entering Stack



Resulting Stack

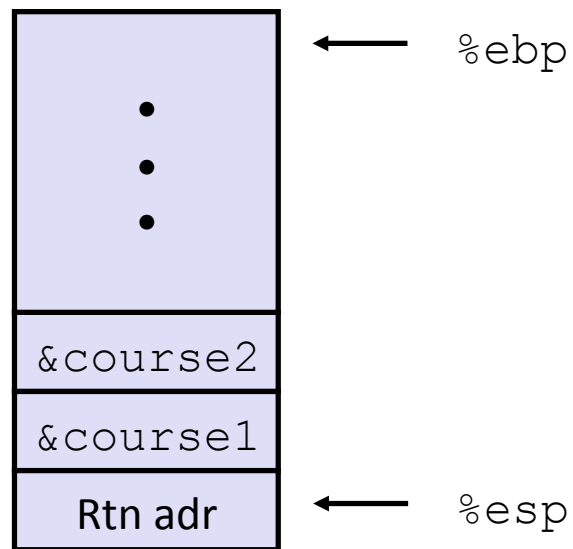


swap:

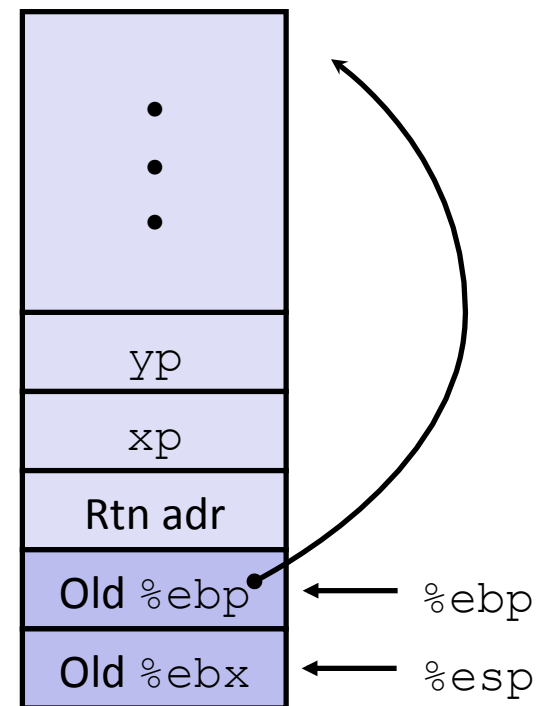
```
pushl %ebp  
movl %esp, %ebp  
pushl %ebx
```

swap Setup #3

Entering Stack



Resulting Stack

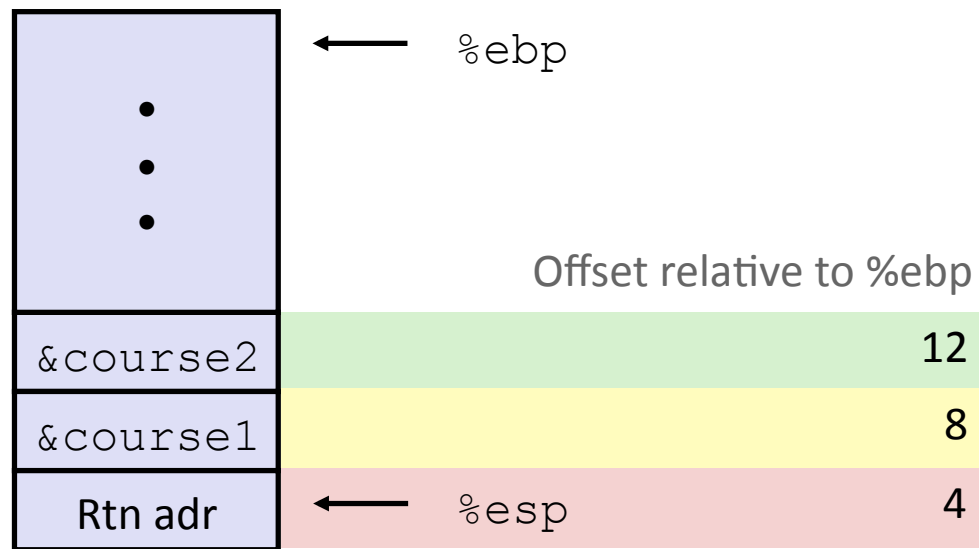


swap:

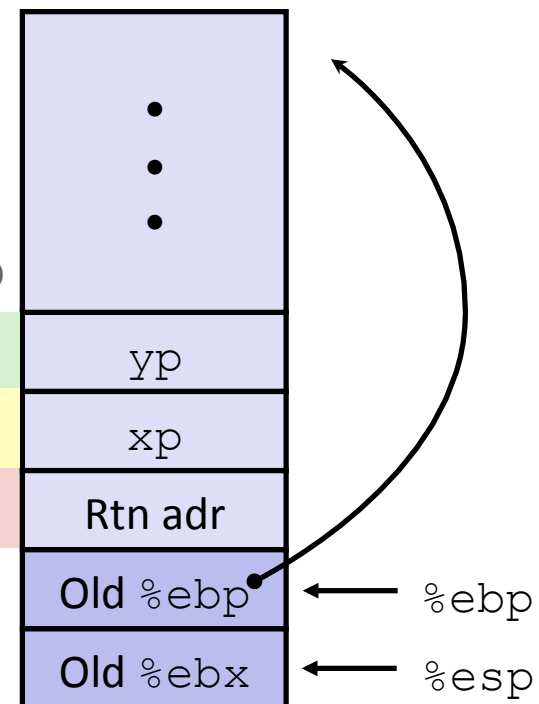
```
pushl %ebp  
movl %esp,%ebp  
pushl %ebx
```

swap Body

Entering Stack



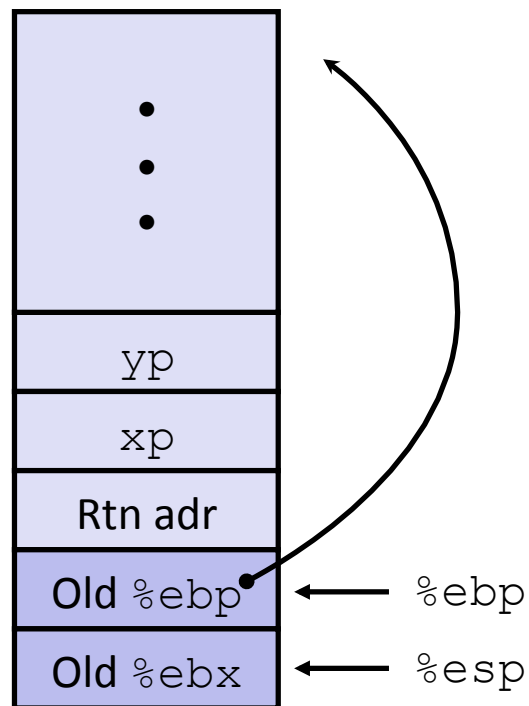
Resulting Stack



```
movl 8(%ebp), %edx    # get xp
movl 12(%ebp), %ecx   # get yp
. . .
```

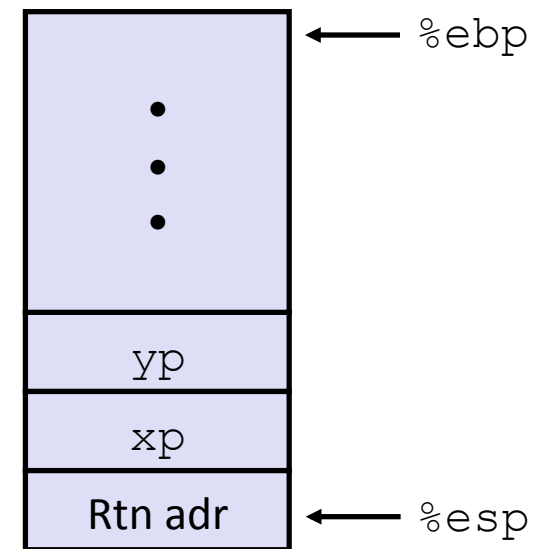
swap Finish

Stack Before Finish



popl %ebx
popl %ebp

Resulting Stack



■ Observation

- Saved and restored register %ebx
- Not so for %eax, %ecx, %edx

Disassembled swap

08048384 <swap>:

8048384:	55	push	%ebp
8048385:	89 e5	mov	%esp, %ebp
8048387:	53	push	%ebx
8048388:	8b 55 08	mov	0x8(%ebp), %edx
804838b:	8b 4d 0c	mov	0xc(%ebp), %ecx
804838e:	8b 1a	mov	(%edx), %ebx
8048390:	8b 01	mov	(%ecx), %eax
8048392:	89 02	mov	%eax, (%edx)
8048394:	89 19	mov	%ebx, (%ecx)
8048396:	5b	pop	%ebx
8048397:	5d	pop	%ebp
8048398:	c3	ret	

Calling Code

80483b4:	movl	\$0x8049658, 0x4(%esp)	# Copy &course2
80483bc:	movl	\$0x8049654, (%esp)	# Copy &course1
80483c3:	call	8048384 <swap>	# Call swap
80483c8:	leave		# Prepare to return
80483c9:	ret		# Return

Today

- Switch statements
- **IA 32 Procedures**
 - Stack Structure
 - Calling Conventions
 - Illustrations of Recursion & Pointers

Register Saving Conventions

■ When procedure `yoo` calls `who`:

- `yoo` is the **caller**
- `who` is the **callee**

■ Can register be used for temporary storage?

```
yoo:
    . . .
    movl $15213, %edx
    call who
    addl %edx, %eax
    . . .
    ret
```

```
who:
    . . .
    movl 8(%ebp), %edx
    addl $18243, %edx
    . . .
    ret
```

- Contents of register `%edx` overwritten by `who`
- This could be trouble → something should be done!
 - Need some coordination

Register Saving Conventions

- When procedure `yoo` calls `who`:
 - `yoo` is the **caller**
 - `who` is the **callee**
- Can register be used for temporary storage?
- Conventions
 - “**Caller Save**”
 - Caller saves temporary values in its frame before the call
 - “**Callee Save**”
 - Callee saves temporary values in its frame before using

IA32/Linux+Windows Register Usage

■ **%eax, %edx, %ecx**

- Caller saves prior to call if values are used later

■ **%eax**

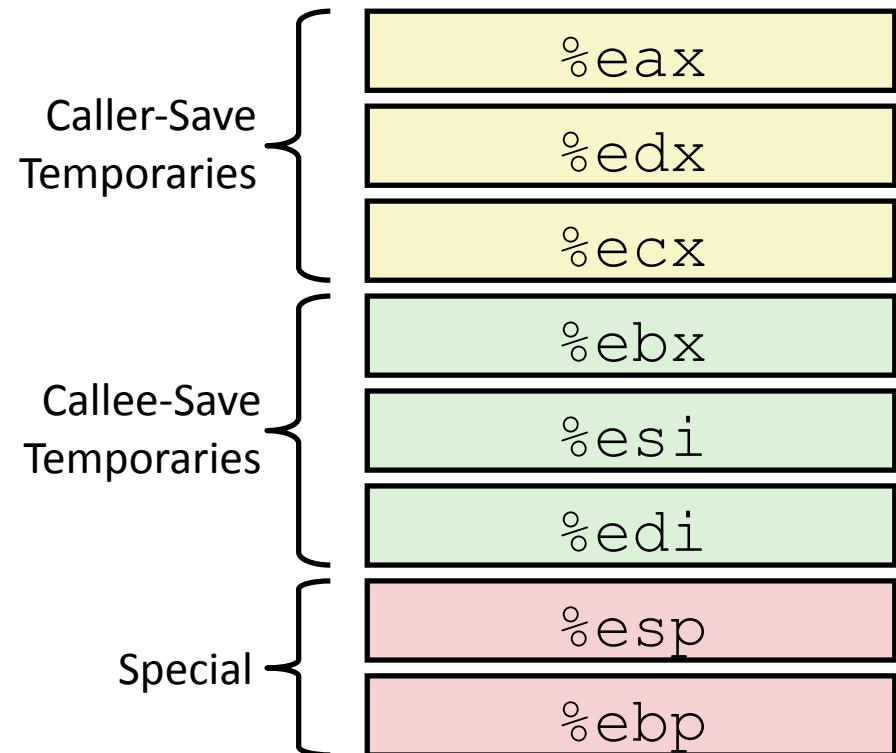
- also used to return integer value

■ **%ebx, %esi, %edi**

- Callee saves if wants to use them

■ **%esp, %ebp**

- special form of callee save
- Restored to original values upon exit from procedure



Today

- Switch statements
- **IA 32 Procedures**
 - Stack Structure
 - Calling Conventions
 - Illustrations of Recursion & Pointers

Recursive Function

```
/* Recursive popcount */
int pcount_r(unsigned x) {
    if (x == 0)
        return 0;
    else return
        (x & 1) + pcount_r(x >> 1);
}
```

■ Registers

- `%eax, %edx` used without first saving
- `%ebx` used, but saved at beginning & restored at end

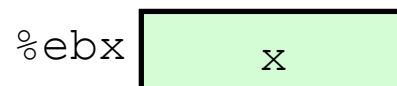
```
pcount_r:
    pushl %ebp
    movl %esp, %ebp
    pushl %ebx
    subl $4, %esp
    movl 8(%ebp), %ebx
    movl $0, %eax
    testl %ebx, %ebx
    je .L3
    movl %ebx, %eax
    shrl %eax
    movl %eax, (%esp)
    call pcount_r
    movl %ebx, %edx
    andl $1, %edx
    leal (%edx,%eax), %eax
.L3:
    addl $4, %esp
    popl %ebx
    popl %ebp
    ret
```

Recursive Call #1

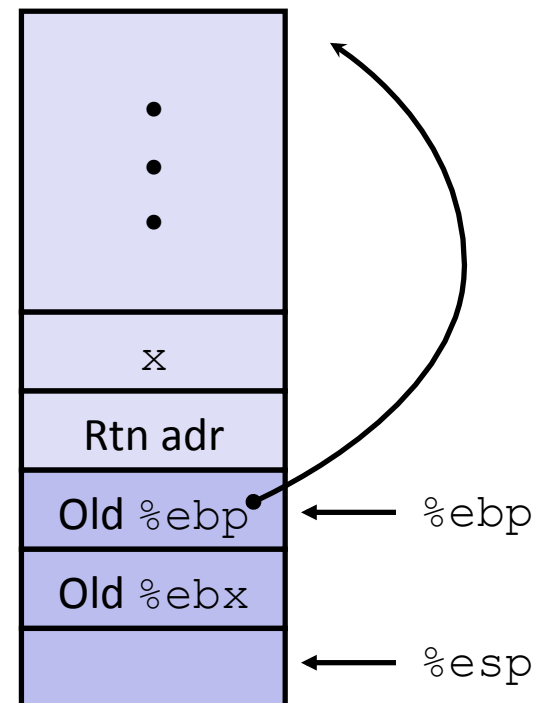
```
/* Recursive popcount */
int pcount_r(unsigned x) {
    if (x == 0)
        return 0;
    else return
        (x & 1) + pcount_r(x >> 1);
}
```

■ Actions

- Save old value of `%ebx` on stack
- Allocate space for argument to recursive call
- Store `x` in `%ebx`



```
pcount_r:
    pushl %ebp
    movl  %esp, %ebp
    pushl %ebx
    subl  $4, %esp
    movl  8(%ebp), %ebx
    . . .
```



Recursive Call #2

```
/* Recursive popcount */
int pcount_r(unsigned x) {
    if (x == 0)
        return 0;
    else return
        (x & 1) + pcount_r(x >> 1);
}
```

```
    . . .
    movl    $0, %eax
    testl   %ebx, %ebx
    je      .L3
    . . .
.L3:
    . . .
    ret
```

■ Actions

- If `x == 0`, return
 - with `%eax` set to 0

`%ebx`

`x`

Recursive Call #3

```
/* Recursive popcount */
int pcount_r(unsigned x) {
    if (x == 0)
        return 0;
    else return
        (x & 1) + pcount_r(x >> 1);
}
```

■ Actions

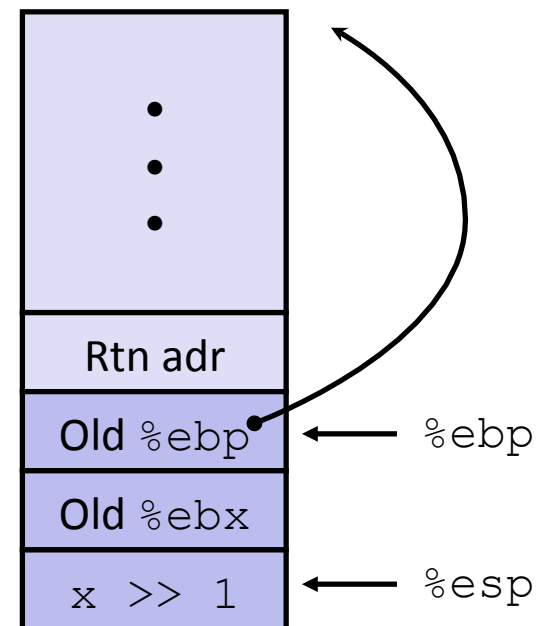
- Store $x \gg 1$ on stack
- Make recursive call

■ Effect

- $\%eax$ set to function result
- $\%ebx$ still has value of x



```
• • •
movl    %ebx, %eax
shrl    %eax
movl    %eax, (%esp)
call    pcount_r
• • •
```



Recursive Call #4

```
/* Recursive popcount */
int pcount_r(unsigned x) {
    if (x == 0)
        return 0;
    else return
        (x & 1) + pcount_r(x >> 1);
}
```

```
• • •
movl    %ebx, %edx
andl    $1, %edx
leal    (%edx,%eax), %eax
• • •
```

■ Assume

- %eax holds value from recursive call
- %ebx holds x

■ Actions

- Compute (x & 1) + computed value

■ Effect

- %eax set to function result

%ebx x

Recursive Call #5

```

/* Recursive popcount */
int pcount_r(unsigned x) {
    if (x == 0)
        return 0;
    else return
        (x & 1) + pcount_r(x >> 1);
}

```

...

L3:

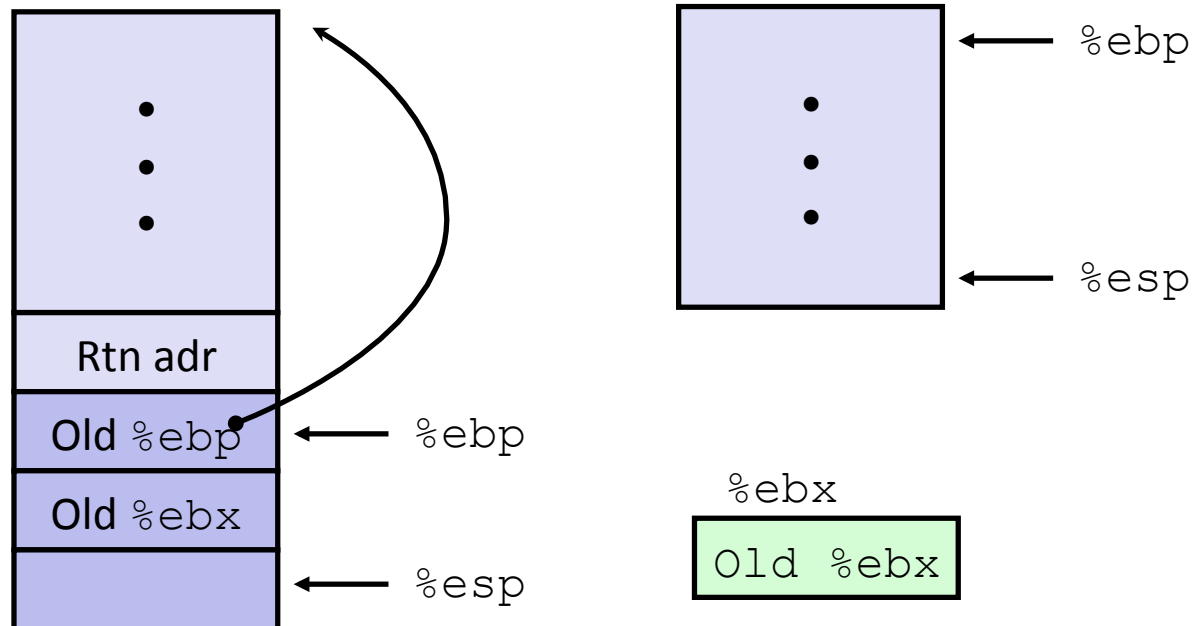
```

addl$4, %esp
popl%ebx
popl%ebp
ret

```

■ Actions

- Restore values of %ebx and %ebp
- Restore %esp



Observations About Recursion

■ Handled Without Special Consideration

- Stack frames mean that each function call has private storage
 - Saved registers & local variables
 - Saved return pointer
- Register saving conventions prevent one function call from corrupting another's data
- Stack discipline follows call / return pattern
 - If P calls Q, then Q returns before P
 - Last-In, First-Out

■ Also works for mutual recursion

- P calls Q; Q calls P

Pointer Code

Generating Pointer

```
/* Compute x + 3 */  
int add3(int x) {  
    int localx = x;  
    incrk(&localx, 3);  
    return localx;  
}
```

Referencing Pointer

```
/* Increment value by k */  
void incrk(int *ip, int k) {  
    *ip += k;  
}
```

- **add3** creates pointer and passes it to **incrk**

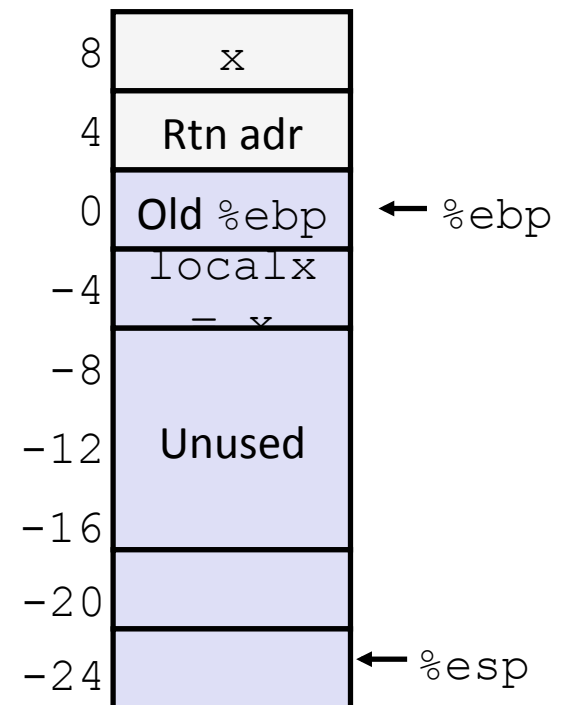
Creating and Initializing Local Variable

```
int add3(int x) {
    int localx = x;
    incrk(&localx, 3);
    return localx;
}
```

- Variable localx must be stored on stack
 - Because: Need to create pointer to it
- Compute pointer as -4(%ebp)

First part of add3

```
add3:
    pushl %ebp
    movl %esp, %ebp
    subl $24, %esp      # Alloc. 24 bytes
    movl 8(%ebp), %eax
    movl %eax, -4(%ebp) # Set localx to x
```



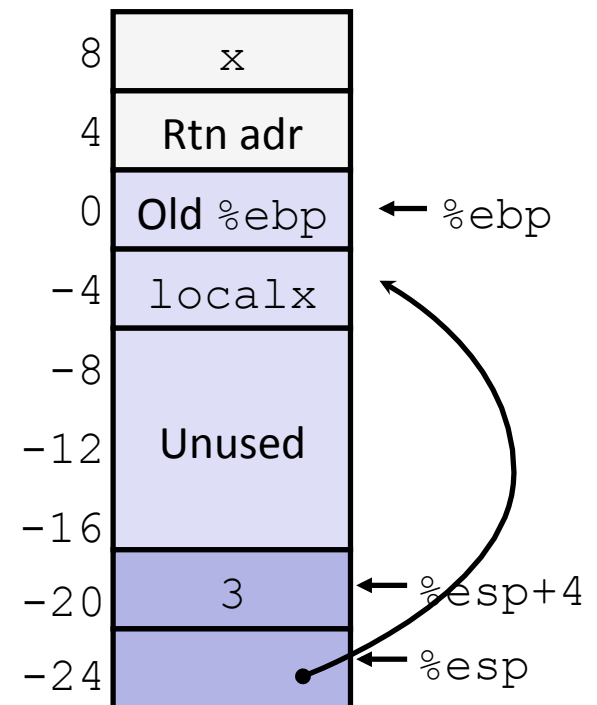
Creating Pointer as Argument

```
int add3(int x) {
    int localx = x;
    incrk(&localx, 3);
    return localx;
}
```

- Use leal instruction to compute address of localx

Middle part of add3

```
movl $3, 4(%esp)    # 2nd arg = 3
leal -4(%ebp), %eax # &localx
movl %eax, (%esp)   # 1st arg = &localx
call incrk
```



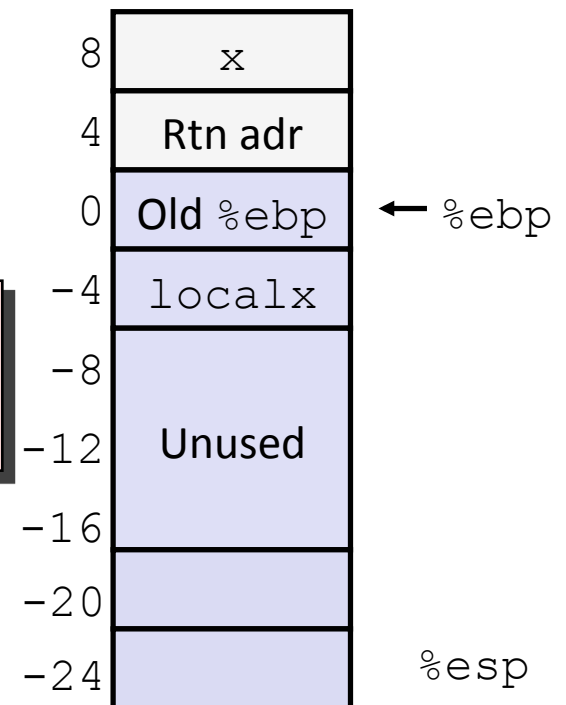
Retrieving local variable

```
int add3(int x) {
    int localx = x;
    incrk(&localx, 3);
    return localx;
}
```

- Retrieve localx from stack as return value

Final part of add3

```
movl -4(%ebp), %eax # Return val= localx
leave
ret
```



IA 32 Procedure Summary

■ Important Points

- Stack is the right data structure for procedure call / return
 - If P calls Q, then Q returns before P

■ Recursion (& mutual recursion) handled by normal calling conventions

- Can safely store values in local stack frame and in callee-saved registers
- Put function arguments at top of stack
- Result return in `%eax`

■ Pointers are addresses of values

- On stack or global

